

THE BEGINNER'S GUIDE TO AUTO CHESS

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All of the [abilities](#), [classes](#), [species](#), and [items](#) can make Auto Chess feel a bit overwhelming for new players. When you're just getting started it's easy to get bogged down in the details, but the fundamentals of Auto Chess are far more important than knowing which pieces are [high tier](#) or which synergies are most powerful in the late game.

Auto Chess has an "interest" system which rewards players with one additional gold for every 10 gold in their bank at the start of a turn. If you aren't paying attention to interest, you might not realize that a simple re-roll for 2 gold could end up costing you an additional gold in interest on the following turn, which could end up costing you *even more* gold in lost interest further down the line. In this guide, we'll attempt to teach the basic gold management skills which allow high level players to dominate in lobbies with newer players. By learning these basics, any new player can begin to farm candy (the game's in-game currency) with ease.

Quick Spending Tips

Tip #1 - Re-roll when you need to, not when you want to.

The most common mistake newer players make is to re-roll too frequently in the early and mid game. Most high level players will very rarely re-roll at all in the early game (levels 1-6), and will only begin to re-roll in the mid game if they are in need of a power spike or are close to a major hero upgrade. As a newer player **try to never re-roll before level 7 or before you hit 50 gold**, unless you are in danger of

dropping below 40% health. You want to get in the habit of being adaptable and taking what the game gives you instead of relying on re-rolls to build powerful teams. You will probably miss a few "correct" moments to re-roll along the way to level 7 or 50 gold, but it's far more important to get in the habit of banking gold than it is to play perfectly while you're still learning the game.

The best time to re-roll is when you have multiple pairs of the same piece between your team and bench. The chances of finding a specific hero you are looking for with a single re-roll are slim, but when you have three or four pairs of heroes your odds of finding an upgrade become much higher.

Tip #2 - Be aware of interest floors.

Try to plan all of your gold spending around "interest floors" at 10, 20, 30, 40, and 50 gold. Players are rewarded with one additional gold at the start of a round for every 10 gold in their bank, up to a maximum of 5 gold per turn for having 50 gold in their bank. If there is no way for you to end a round with 10 gold in the bank, then there's virtually no downside to purchasing as many pieces as you can afford before the next round begins (level 1 heroes can be sold back for full value with the **E** key). Even though you will usually end up immediately selling many of these heroes, buying them gives you the greatest chance of assembling powerful level 2 pieces on future turns.

Tip #3 - Spend after creep rounds .

If you're about to face down a wave of creeps (rounds 10, 15, 20, etc.), try to avoid spending any gold. If you're on a win streak going into a creep round then you probably don't need any help to beat the creeps, and if you're on a losing streak then you will probably need all the gold you can get on future turns to beat your non-AI opponents. The rounds after creep rounds are usually the best times to level up - you will frequently see players level up to 7 on round 16/17, to level 8 on round 21, and to 9 on round 26.

Tip #4 - Plan around the 1 gold bonus for wins .

Whenever you win a round against another player you are immediately rewarded with one gold. You can use this gold right away to purchase pieces from the shop before the next round begins, or you can save it to bank for additional interest on the next round. During team fights, I like to count the cost of all the pieces on my bench to see who I would need to sell in order to hit the next interest floor if I were to win or lose the fight. If it isn't possible for me to hit the next interest floor or if the pieces on my bench are too important to sell, then I will usually buy as many pieces as I can from the shop so long as it doesn't take me down to a lower interest floor (from 20 to 19 gold, for example).

The Early Game - Rounds 1 to 15

Early Game Overview

The ideal start to any Auto Chess game is to go a win streak, emerging from round 15 with a high amount of gold and health. However, this simply won't be possible in every game. Only one or two players per game will realistically be able to go on an early game win streak. The key to a successful early game is understanding when this player can be you, and when it is better to intentionally set yourself on an early game losing streak in order to gain additional gold for your mid game comeback.

The worst possible thing to do in the early game is to alternate between wins and losses against your opponents. This prevents you from going on winning streaks *and* losing streaks, which means you will be entering the mid game with the lowest amount of gold possible. Since it is impossible to take enough damage from opponents to die in the early game, this means that players who went on losing streaks a very real gold advantage over those who flip-flopped between wins and losses. Therefore, the objective in the early game is determine whether you should be spending your gold more aggressively on level

ups and pieces (usually not re-rolls!) in order to put yourself in a position to go on a winning streak, or if you should be spending as little as possible in order to bank for interest and go on a losing streak. If you are able to quickly create level 2 pieces and assemble synergies then it will usually be better to shoot for winning streaks, but if the game is presenting you with an awkward mix of pieces then it will usually be better to shoot for a losing streak. It will take a little time to understand when you should commit to spending early and when you should commit to intentionally losing, so don't worry if you get it wrong a few times at first.

Regardless of whether you are shooting for a winning streak or a losing streak, don't be afraid to constantly buy and sell heroes in the early game. So long as you aren't able to hold 10 or more gold in your bank, there is no downside to spending all of your gold on pieces in order to maximize your chances of hitting an early game pair or synergy. Pieces can be sold back for full value with the **E** key, so it is much better to keep your options open and stay flexible in the early game than it is to fully commit yourself to a specific build or strategy.

Early Game Spending Priorities

With [pieces of varying power levels](#), [class](#) synergies, [species](#) synergies, level 1 or 2 heroes, and extra experience points all competing for your attention, what *exactly* should you be spending your gold on in the early game? We recommend newer players prioritize their gold spending in the following order:

1. Building level 2 pieces by purchasing "pairs" of pieces.
2. Buying individually powerful pieces (especially those that cost 4 gold).
3. Purchasing experience with the **F** key to level up your courier.
4. Assembling species/class bonuses.

The number one priority in the early game is to create a level 2 piece by collecting three of the same piece and placing them on the board at the same time. In the early game, level 2 versions of low-tier pieces are much stronger than level 1 versions of higher-tier pieces. Level 2

pieces have twice the health and twice the damage of their level 1 counterparts, and tend to completely outshine any species or class synergies which can be assembled in the early game. For this reason, it is typically best to spend gold on second copies of pieces that you already own in order to give yourself a chance of rolling a third one on a future turn.

There will come a time in each game where race and class bonuses trump individual hero power, but that time is usually not until the mid to late game. For example, the bonus for having two Trolls gives bonus attack speed to your Trolls only, and it is not very powerful in the early game. The bonus for having four Trolls grants attack speed to your whole team, and is very powerful in the mid to late game. You can easily assemble the 2 Troll bonus by purchasing a Shadow Shaman and Bat Rider in the early game, but granting additional attack speed to weak level 1 pieces is almost always worse than playing a stronger piece which naturally has better stats. If you can't assemble a level 2 piece in the early game, then you should try to purchase 2, 3 and 4 cost pieces to fit them in your lineup in place of 1 cost pieces. The only caveat to this is that you want a healthy mixture of damage-dealing pieces and tanks - we recommend shooting for more frontline pieces than backline pieces in the early game.

So long as you aren't going for an intentional losing streak, you will usually want to spend a bit of gold in the early game in order to reach levels 5 and 6 ahead of schedule. You can choose to spend your gold earlier in the game to go from 3 to 4 or from 4 to 5 if there are no pieces you need to spend your gold on during those turns, or you can choose to do it later to level up from 5 to 6 if you are frequently being shown pieces you want to buy. The greater your chances of going on a winning streak, the earlier you should try to level up in order to protect it. On the other side of the coin, if you are intentionally going on a losing streak in the early game it is usually better to not spend gold on experience until round 11 or 16.

Bonuses that multiply your pieces effectiveness by a certain amount (such as the 20% lifesteal bonus for having 3 Warlocks) are fine in the late game when your pieces are leveled up and powerful, but they

typically aren't worth going for in the early game. These kinds of bonuses get easily outpaced by defensive bonuses such as the Orc, Mech, and Warrior bonuses, which add a flat rate to heroes instead of increasing their stats by a certain percentage. This is why Orc, Goblin, Mech, and Warrior synergies are highly sought after in the early game. If you aren't able to roll early level 2 pieces or powerful 3 and 4 cost pieces in the early game, then going for defensive synergies like Warriors or Goblins will usually be your best bet.

The Mid Game - Rounds 15 to 25

Mid Game Overview

Gold expenditure in the mid game is a delicate balance between saving for interest and spending for board presence. The more you're winning, the more you should be looking to hit the highest interest floor possible each turn (10, 20, 30, 40, or 50 gold) while spending just enough to protect your win streak. The bonus gold gained from maintaining a win streak will often be as much or more than the gold you would gain from additional interest, so don't be afraid to spend gold on experience points, hero upgrades, and even the occasional mid game re-roll in order to keep a win streak alive.

If you're doing poorly from rounds 15-19, the worst thing you can do is panic and overspend your gold. A losing streak gives players just as much gold as a winning streak does, but players on win streaks are forced to spend their gold on heroes and level ups in order to protect it. Lose-streakers can build a serious gold advantage over their opponents by *not* spending gold on level ups and re-rolls, allowing them to hit higher interest floors. The goal is to hit a massive power spike on round 21 (after the round 20 creeps) by spending the majority of your bank to quickly level up to 8 then aggressively re-rolling for key 4-cost heroes such as Lone Druid, Dragon Knight, or Troll Warlord. You will usually want to decide which build you are going for before

you start re-rolling, using rounds 15-20 to snap up any key supplementary heroes you would need for these synergies. If you manage to hit your power spike, you can sit back and enjoy as your team dominates for a few rounds without having to spend any additional gold. This should allow you to rebuild your bank, and puts you in a winning position going into the late game.

I'd much rather be the player with a powerful board, a win streak, and a high amount of health than be the player with a bigger bank, a losing streak, and low amount of health, but it's simply not possible to be the strongest player in the lobby every single game. With that said, it's important to remember that you would *much* rather be the player on a losing streak and a big bank going into round 21 than a player in the middle of the pack with a modest amount health who has been flip-flopping between wins and losses. These players will have the lowest amount of gold by a long shot and will usually get run over by someone who was lose-streaking after they hit a power spike. This is all to say that when you're losing, you *really* don't want to pick up an accidental win against an even weaker player. This will put you in the unfortunate position of having a weak board, a low amount of health, and a small bank. Don't be afraid to intentionally place fewer than your maximum number pieces on the board if you see there is another player in the lobby who is going for an intentional losing streak. As scary as it might be, going "open fort" will usually result with you having around 30% health coming out of round 20, which is more than enough to mount a comeback with a superior bank.

Try to use any extra time you have during the mid game to [properly arrange your pieces](#) and survey the board (I prefer to use the **Tab** key for this). The mid game is when most players will start to commit to a synergy or two, and you don't want to be competing with too many players over the same synergy. All players purchase their pieces from the same pool as everyone else, and you will be at a major disadvantage going into the late game if too many players are fighting over the same pieces as you. You can also check your opponent's courier levels while scouting, and click on their courier to check how

much gold they have in their bank (the mana on their courier is their current gold).

Mid Game Spending Priorities

What should you be spending your gold on in the mid game? Is it too early to be building for synergies?

This is actually a very difficult question to answer. Level 2 pieces and high-priority 4 cost pieces like Kunkka, Necrophos, and Doom will still be the best heroes on the board in the mid game, and individually powerful pieces will *usually* be better than low-tier synergies.

However, when you have 7 or 8 heroes to play around with you can start to build some very powerful synergies. Some synergies require either very specific pieces or a high volume of pieces in order to assemble, and if you wait until the mid game to start assembling them it will often be too late. Other synergies are smaller and easier to assemble, and the mid game is the perfect time to nab these when the game presents them to you. For example, if you were handed a Necrophos in the mid game, you should keep an eye out for an Abaddon or a Drow Ranger in order to grab an easy Undead synergy. It's still possible to build a very powerful team in the mid game without focusing too much on synergies, but the very best players will find a way to blend their most powerful pieces with low-effort synergies.

The mid game is when you want to start planning for the late game and deciding what you want your final team to look like. The most powerful synergies will require you to assemble level 2 versions of specific heroes (such as Dragon Knight or Troll Warlord), and it is usually very difficult to complete these synergies without finding one or two of these pieces in the mid game. The mid game is the perfect time to start buying pieces that you might need for synergies like these later on, even if they aren't good enough to earn a spot on your team just yet.

The Late Game - Rounds 25+

Late Game Overview

There are usually three major decisions to make in the late game with your gold:

- When to level up to 9.
- When to level up to 10.
- When to spend the rest of your bank on re-rolls and upgrades.

With proper gold management, I've found that the best opportunities to level up to 7 and 8 in the mid game will be easy to find. By banking your gold and not overspending your gold on re-rolls, you will naturally be provided with more than enough gold from interest per turn to hit levels 7 and 8 without having dip below too far below 30 gold to do so. Though it might seem tempting to spend any excess gold above 50 on re-rolls every turn, we would only recommend doing this if you are close to hitting a power spike or if you have a bench filled up with pairs of heroes waiting to be upgraded.



This late game board is the perfect example of a good time to re-roll. On this board, one Ogre Magi, one Kunkka, one Necrophos, or one Shadow Fiend would provide [Amaz](#) with a significant upgrade and free up additional space on his bench.

If you're ever unsure about whether it is the right time to buy level 9, you can always let your opponents make that decision for you. Try to

survey the board when you have some extra time between turns and check out which level your opponents are - if your opponents are all level 8, then you probably don't need to level up to 9 unless you are losing rounds and have a powerful hero sitting on your bench. If two or three of your opponents have already hit level 9 and you can afford to do so yourself, then it is usually advisable to do so yourself in order to keep pace with the pack.

You always want to be more powerful than your opponents in order to keep your health high and deal damage to your enemies, but you don't want your power to come at the expense of a healthy economy. This can make choosing when to level up to 10 a difficult decision, as there will be points where you can afford to purchase level 10 but would be sacrificing your entire bank (and a significant number of future re-rolls) to do so. Just like leveling up to 9, the decision of when to level up 10 should be largely guided by how much you are winning or losing by and whether or not you need to level up to 10 in order to hit a power spike. If it will cost you all of your gold to level up to 10 and you don't have a significant piece waiting on your bench, then it is probably best to wait on leveling up. Once things get to the late game, level 1 heroes that don't provide a significant bonus to your team will hardly have an impact on fights, and aren't worth ruining your entire late game economy for.

After you've hit level 10, the only thing you'll need to spend gold on for the rest of the game is piece upgrades and re-rolls. It might be tempting to spend all of your gold on re-rolls immediately after you hit level 10, but we would only recommend doing so if you're up against the ropes. If you aren't in danger of losing right away, it will usually be better to slowly burn through your bank one or two interest floors at a time. This will buy you additional re-rolls over the course of the game, which will ultimately give you a greater chance of finding the pieces you need most.

Late Game Spending Priorities

One of the hardest things for newer players to understand is what kind of pieces and synergies they should be looking for in the late game.

Fortunately, it's no big mystery what is best in the late game - Crowd Control!



This late game composition by [Onizuka](#) features 4 CC heroes: 2 Tidehunters, 1 Medusa, and 1 Disruptor. It relies on Dragon Knight to

deal splash damage to the entire enemy team, which it can easily do if the CC units do their job and chain their ultimate abilities together.

Medusa, Tidehunter, Kunkka, and Disruptor are the highest priority heroes to squeeze into late game compositions. Mass-stunning or silencing the enemy team will allow you to deal more damage *and* receive less damage per fight, which enables your heroes to charge their ultimate abilities quickly while keeping your DPS carries alive and healthy. The most unbeatable late game compositions are heavily built around CC pieces (usually Medusa and Tidehunter), placing them in the frontline and dumping all mana-related items onto them to charge their ultimates as quickly as possible.

After CC, the next most important thing to have in the late game is splash damage. Pieces such as Enigma, Techies, or a Level 2 Dragon Knight with the Dragon bonus are each capable of dealing enough splash damage on their own to carry late game fights. If your key DPS piece relies on its auto attack to deal damage (Troll Warlord, Templar Assassin), try to place it in the backline and use your front-line pieces to protect it for as long as possible. If your DPS relies on their ultimate (Techies, Enigma), then you probably want to place it in your frontline so it can take damage and quickly charge its mana.

Conclusion

When you're just getting started with Auto Chess, understanding how to properly manage your economy will carry you much further than a [tier list](#) ever will. It's easy for newer players to get bogged down in the numerous details of the Auto Chess, but the specifics of the game are far less important than the fundamentals until you reach the higher ranks.

The most common mistake that newer players make is to re-roll too frequently in the early and mid game, preventing them from accruing interest and developing a strong mid game economy. If you're looking to pick up your first win at Auto Chess, simply try to bank your gold as much as possible and don't panic if you go on an early game losing streak. You will eventually have far more gold than any opponents who are overspending on re-rolls, and will likely be able to stabilize with more than enough health remaining to bury your opponents with your superior economy.

Another common mistake that newer players make is overplaying for synergy in the early and mid game. Synergies are typically much weaker than individually powerful pieces until the late game, so don't fall into the trap of over-committing to a specific species or class in the earlier stages of the game. It is much better to keep your options open, build as many level 2 pieces as you can, and maintain a healthy mixture of tanks and DPS pieces until a synergy presents itself to you.

After you've chosen a synergy to build your late game team around (such as Elves, Mages, Trolls, Assassins, or Dragons) the rest of your late game team should be made up of pieces with powerful CC and AoE abilities. Try to use your late game gold on pieces that can stun the entire enemy team (Tidehunter, Medusa) or damage multiple units at once (Techies, Enigma, Dragon Knight). Pieces with CC and AoE abilities can dominate in the late game on well-balanced teams, and are usually worth breaking up low-tier synergies such as the three-Warrior bonus for.

After you've played a few games and you feel like you're starting to grasp the fundamentals, it's time to tackle the specifics! You can check out our [tier list](#) to get a feel for which pieces are generally better than others, our [item guide](#) to get a feel for which kinds of items belong on which kinds of pieces, and our [placement guide](#) to find out how you can be getting the most of your pieces each turn. Thanks for reading our guides, and we wish you the best of luck in your qihl matches!